**Automatiic's MO2 Trinket Overhaul Proposal**

The proposed Jewelcrafting profession and expanded Alchemy transmutation system revolutionizes Mortal Online 2's trinket economy by eliminating reliance on abysmal PvE mob drops, unpredictable NPC identifications, and the grueling, expensive flux re-roll grind via elementalism. Instead, players collaboratively craft powerful, multi-stat rings and amulets using existing farmable resources: metals refined from mining (Cuprum to Oghmium tiers) for bands/chains, and gems (Coral to Adamant) dropped at reasonable rates. Jewelcrafters assemble "untransmuted trinkets," which alchemists then enhance through secretive, player-discovered recipes that guarantee specific stat types (% damage bonuses, skill points like +Sword, or raw attributes like +STR/INT). Material quality tiers dictate RNG ranges for each stat's value, while the gem type caps the number of % damage stat slots (1-5, with high-tier gems offering a chance for +50% boosts on select slots, pushing theoretical maxima to 16.5%). Band metals similarly cap skill/raw stat slots (1-5, with escalating chances for select lines to convert to raw stats or receive massive skill buffs: +25% to +100%). This fosters deep inter-profession synergy—miners/refiners supply materials, jewelcrafters build the trinkets, alchemists apply targeted power—delivering player agency over stat selection, economy-driven progression, guild-guarded secrets mirroring current alchemy's trial-and-error discovery, and controlled RNG solely on values and special boosts. The result: accessible yet rare god-rolls, obliterated power gaps, explosive resource demand, and a rewarding sandbox that embodies MO2's harsh, player-crafted world.

## Proposal: Jewelcrafting Profession & Alchemy-Powered Trinket Transmutation in MO2

### Current Trinket System Problems

- **Abysmal Drop Rates and Lottery Dependency**: Rings and amulets drop from PvE mobs at frustratingly low rates, turning acquisition into a soul-crushing grind with no reliable path to progression.

- **Uncontrollable RNG on Everything**: NPC identification in towns spits out entirely random stat types—from niche % damage modifiers and skill boosts to raw attributes like STR or INT—with vanishingly small odds for anything meta-relevant, leaving players at the mercy of pure chance.
- **Prohibitively Expensive Re-Rolls**: The only "fix" is flux (tiered by metal: Cuprum Flux up to Oghmium Flux), sourced exclusively through elementalist portals (a vanishingly rare skillbook) followed by hours of repetitive, low-yield farming in the elemental realm. This makes even basic improvements wallet-destroying.
- **Massive Power Disparities**: Elite trinkets command absurd prices on markets, creating insurmountable gaps between casuals/solos and guild-backed whales, stifling competition and fun.
- **Underutilized Assets**: Players already mine/refine all five metals efficiently and farm all five gems (Coral, Amethyst, Topaz, Ruber, Adamant) at viable rates—yet these sit idle, begging for purpose.

**Proposed System: A Collaborative, Player-Economy Powerhouse**

Shift to a fully player-driven pipeline, leveraging MO2's crafting depth:

1. **Jewelcrafting (New Dedicated Profession)**:
    - **Material Sourcing**: Jewelcrafters purchase or commission metal bands/chains from miners and refiners, scaling from common Cuprum to ultra-rare Oghmium.
    - **Gem Handling**: Acquire gems via PvE drops, player markets, or light farming; use skill-based **cutting** to shape them perfectly for the trinket (higher Jewelcrafting skill reduces waste, improves slot efficiency, and unlocks cosmetic flourishes).
    - **Assembly Phase**: Combine cut gem + metal band/chain into an "Untransmuted Trinket." These are fully tradeable/marketable blanks—sell to end-users, alchemists, or hold for personal use. No more mob drops; every trinket is crafted.
2. **Alchemy Transmutation (Seamlessly Expanded Profession)**:

- **Recipe Discovery**: Build on MO2's hallmark secretive alchemy—players experiment with reagents, herbs, and fluxes via trial-and-error to uncover recipes for **specific stat types** (e.g., "+% Slashing Damage," "+Sword Skill," "+Strength"). Guilds hoard these like current buffs/potions/food/height/weight tweaks; leaks create market intrigue.
- **Tiered Material Quality Drives RNG Ranges**: Alchemists input higher-quality reagents alongside the untransmuted trinket to unlock better **per-stat value ranges**. RNG rolls the final value *within* that range for each applied stat.

| Stat Type | Low Tier (Basic/Common Reagents + Low Mats) | Mid Tier (Refined Reagents + Mid Mats) | High Tier (Rare/Exotic Reagents + High Mats) |
|---|---|---|---|
| % Damage | 1-5% | 3-8% | 6-11% |
| **Skills** | 5-15 | 15-30 | 25-50 |
| **Stats** | 1-2 | 2-3 | 3-5 |

- **Gem-Controlled % Damage Slots**: The embedded gem dictates how many **% damage stat lines** (e.g., slashing, piercing, blunt) the trinket can hold post-transmutation. All stat types on a single trinket must be unique—no stacking of the same stat (e.g., only one "% Piercing" allowed).

| Gem | Max % Damage Slots | Special RNG |
|---|---|---|
| Coral | 1 | - |
| Amethyst | 2 | - |
| Topaz | 3 | - |
| Ruber | 3 | Chance for +50% on one (max 16.5%) |
| Adamant | 5 | Chance for +50% on two (max 16.5% each) |

- **Band-Controlled Skill/Raw Stat Slots**: The metal band/chain sets the cap on **skill** (e.g., +Mounted Archery) or **raw stat** (e.g., +STR) lines. All stat types on a single trinket must be unique—no duplicates.

| Band | Max Skill/Raw Slots | Special RNG |
|---|---|---|
| Cuprum | 1 | - |
| Silver | 2 | - |
| Gold | 3 | Chance for 1 stat line to be RAW or one skill range buffed by 25% |
| Skadite | 4 | Chance for 2 stat lines to be RAW or two skill ranges buffed by 50% |
| Oghmium | 5 | Chance for 3 stat lines to be RAW or three skill ranges buffed by 100% |

- **Transmutation Mechanics**: Alchemist selects/fuses recipes to fill available slots up to gem/band maxima (mix % damage, skills, raws freely), with the constraint that every stat type applied must be unique. On success, RNG assigns values within tiers *and* triggers special gem/band effects. Low-skill attempts risk **catastrophic failure** (trinket shatters, reagents lost)—high stakes for high rewards. Allow Alchemists to also discover recipes to remove an applied transmutation, effectively replacing the flux system. This would bring the trinket back to an untransmuted state and would require them to perform a new transmutation on it for new stats.

**Example Workflow**:

1. Miner refines Oghmium → Sells to Jewelcrafter who makes it into an Oghmium Band or Chain.
2. Jewelcrafter cuts Adamant gem + assembles Untransmuted Oghmium/Adamant Ring → Sells to player.

3. Player commissions Alchemist: High-tier recipes for "% Piercing" (1 slot), "+Mounted Archery" (1 slot), "+DEX" (1 slot).

**Key Benefits: Why This Transforms MO2**

- **Perfect Agency-RNG Balance**: Players dictate *exact stat types* via recipe choice and gem/band selection; RNG limited to values, slot fills, and exciting boosts—feels earned, not lucky.
- **Economy and Profession Renaissance**: Ignites demand for mining/refining (metals), gem farming, Jewelcrafting services, and elite Alchemy. Markets boom with untransmuted blanks, recipe rumors, and custom orders.
- **True MO2 Spirit**: Trial-and-error discovery breeds secrecy, guilds, espionage—mirrors alchemy's success. Experimentation is fun, failures teach.
- **Power Gap Annihilated**: No lotteries or flux hell; solos progress via markets, guilds scale via volume. Strategic builds emerge (e.g., Adamant for DPS stacking).
- **Depth Without Bloat**: Hybrid trinkets enable build diversity (mage rings: INT raw + spell skills; tank amulets: % mitigation + CON).
- **Dev-Friendly Implementation**: Minimal new assets—repurpose alchemy UI, add Jewelcrafting tree (10-15 skills), slot logic. Patches in fast; scales infinitely with players.

**Star Vault**: This isn't a band-aid—it's the trinket system MO2 deserves. Ditch the trash drops/flux; empower players. Implement yesterday!